NES-BD-USA

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Bases Loaded 4

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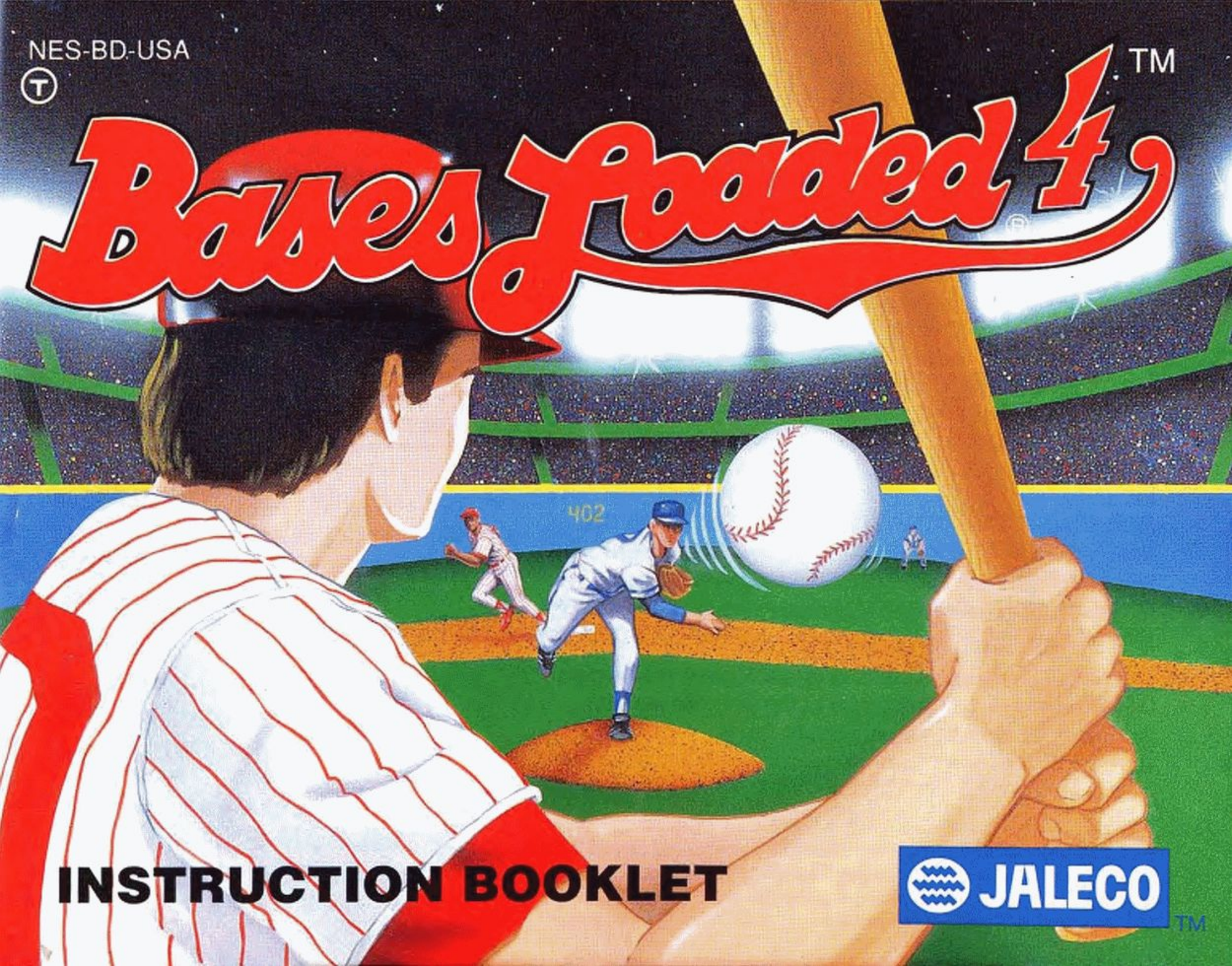

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- **Find the Jaleco*Major Player's Membership/Warranty* card enclosed in this package.**
- **Fill in the information requested on the card.**
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That's right, all you gotta do is fill out the card, mail it to us, and you're in! **Even if you've joined before, fill out the card and send it again. It will increase your chances of winning!** Welcome to the club!

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INTRODUCTION

Batter up! Jaleco hits another one out of the ballpark with Bases Loaded® 4™ ...the ultimate experience for baseball fans who just want to get out there and play ball. We've included all the best features to create the greatest baseball game ever — you get lineup changes, realistic player stats, a centerfield perspective, easy-to-use controls, exhibition and regular season games, two-player mode, even a Super Series.

In Bases Loaded® 4™ , you coach your team just like they do in the big leagues. Study your players' stats, then assemble a lineup that'll stop the opposition in their tracks! A simple black and white star system shows you how each player is doing at a glance. If a player's performance starts to lag, you can send in a replacement from the bench or the bullpen. Study the opposing teams' lineups, too, so you'll know what you're up against when you meet that ace pitcher in the bottom of the ninth!

The umpire decides when your players make an outstanding play or really blow it...and believe me, it affects how they play. You may not agree with the decision, but you can't argue with the ump — ask any big league coach! Because the computer

keeps track of how your players are doing, you can throw yourself into the game — and we know you will. Whether you're pitching, fielding, batting, or stealing a base, just concentrate on winning and keep your eye on the ball…we'll take care of the rest!

OBJECT OF THE GAME

Bases Loaded® 4™ brings home the excitement and challenge of big league baseball with all the great features you'd expect…phenomenal graphics and sound, realistic action, and options that put you in control of the game. We think you'll agree, it's the next best thing to being there!

In Bases Loaded® 4™ , you can play it your way. Choose a one- or two-player exhibition game, or enter the regular season of 130 games and play against the computer. The league includes 12 different teams — six in each division. Your goal is to capture the pennant in your division by winning 70 games. Once you do, you're on your way to the Super Series! Hey, there's even a "couch potato" mode. If you just want to sit back and enjoy the action, select WATCH and have the computer play against itself.

Getting started couldn't be easier. Just choose a game type, pick your

team, then take a quick look at the roster. Players are rated with easy-to-understand stats like batting average, homerun average, and ERA. You can change the starting order, or use the default lineup and get right into the action. Precise controls let you fine-tune your pitching motion, adjust your swing, or position your fielders for an easy out. The center field perspective keeps you focused on the action, and an overhead view of the diamond shows you where the baserunners are at all times.

Wanna really know how your guys are doing? Just watch the stars. Player stats don't change, but the computer does keep track of their performance in each game using black and white stars. Great plays (like a spectacular catch or a homerun) get a white star. If you strike out or make a bad throw, your player earns a black star. Why should you care? 'Cause it affects their batting and pitching abilities, that's why.

Think you're ready for the big leagues? Then pick your team and start loosening up your throwing arm. Sure, it'll take a little practice, but in no time at all you'll be hitting homeruns, catching line drives, and maybe even pitching no-hitters. Any way you look at it, Bases Loaded® 4™ is a great game for baseball fans of all ages...so get out there and play ball!

GETTING STARTED

1. Place the Bases Loaded® 4™ Game Pak (label side up) into your NES and turn on the unit. The title screen appears. If you don't make any selections on this screen, a demo sequence appears after a short time. Press START or the A Button to return to the title screen.

2. Your options on the title screen are PLAY or OPTIONS. Use the Control Pad to position the little character next to the option you want to select, then press START (or the A Button) to choose that option.

NOTE: Unless otherwise indicated, all options must be chosen with Controller 1.

Options

If you select OPTIONS from the title screen, you will see the two options shown below. Press Up or Down on the Control Pad to select an option (the selected option will begin to flash). Press the A Button to change that option. Select EXIT or press START to return to the title screen.

MUSIC

Turn the music ON or OFF. The default is ON. You will hear the sound effects even when the music is turned off.

DH

Abbreviation for DESIGNATED HITTER. Turn this option ON or OFF. The default is ON. If you turn this option OFF, no designated hitter will appear in the starting lineups. (The DH bats in place of the pitcher, but does not field.)

Type of Game

After choosing your options, return to the title screen and select PLAY to continue. Next, you're asked to select either a REGULAR SEASON or an EXHIBITION game. Choose your option as before and press the A Button.

REGULAR SEASON

If you choose REGULAR SEASON, you must select either START or CONTINUE. Select START to begin a new season. Select CONTINUE if you are in the middle of a season. If you select CONTINUE, you will be asked to enter the password you were given at

the end of the last game you played. A later section explains how to enter your password.

The regular season consists of a maximum of 130 games. However, as soon as you win 70 games, you will be awarded the pennant for your division and advance immediately to the Super Series. The season will also end if you lose 61 games, since at that point you are statistically out of the running for the pennant.

EXHIBITION

If you select EXHIBITION, you are given three options:

1P 2P WATCH

Choose 1P to select a One-Player game against the computer. You will choose both teams. Choose 2P to play a Two-Player game against an opponent. Each player chooses his own team. Choose WATCH to have the computer play both sides. Again, you choose the teams. There is one drawback to simply watching a game — once the game starts, you have no control over the action and cannot even call time (i.e. pause the game). You'll just have to wait until the game is over...or restart your system!

Passwords

You are given a password after every regular season game. Each password consists of 10 letters or numbers. Be sure to write down your password exactly. After turning off your system, you will need to enter your password before you are allowed to continue the regular season.

Press Up or Down on the Control Pad until the desired letter or number appears. Press Right on the Control Pad to move to the next digit, and press Left to move to the previous one. When you have finished entering your password, move the cursor to the rightmost digit and press the A Button.

If you have entered your password correctly, the next game in the regular season will begin. If you enter an invalid password, you are given the option of trying again or returning to the title screen.

Choosing Teams

The logos of all twelve teams appear on the SELECT TEAM screen. These teams are:

Eastern Division	Western Division
New York	Hawaii
Atlanta	Los Angeles
Boston	Seattle
Philadelphia	Kansas City
Chicago	Utah
Washington D.C.	Texas

The flashing cursors indicate who may select a team (1P, 2P, COM1, or COM2). Use the Control Pad to highlight a team. The names of the selected teams appear under the player boxes at the top of the screen — Player 1 (or COM1) appears on the left, Player 2 (or COM2) appears on the right. Press the A Button to make your selection.

Exhibition Games: In a One-Player exhibition game or in a WATCH game,

Player One chooses both teams. In a Two-Player exhibition game, each player chooses their own team. In exhibition games, your team may play any other team in the league.

Regular Season Games: In a regular season game, you choose your team and the computer chooses your opponent. During the regular season, you will play only other teams in your own division (Eastern or Western).

The Lineup

After both teams have been selected, the BATTING ORDER screen appears for the team that will bat first. In an exhibition game, this is the first team selected. In a regular season game, the computer decides who will bat first. Players available on the bench appear on the right side of the screen. Available pitchers appear in the lower right corner of the screen. The starting lineup appears on the left side of the screen.

The statistics given for each player on the BATTING ORDER screen will not change — use these numbers to get a general idea of a player's strength and to compare one player with another. You may change any of the players in your starting lineup before a game begins. During the game, you may only substitute a new pitcher or a pinch hitter. Look at your roster carefully…you may find some strong players sitting it out on the bench or in the bullpen. See below for instructions on changing your lineup.

Bench

The letter next to each position player indicates how that player bats: left-handed (L), right-handed (R), or switch (S). This is followed by their batting average and the number of homeruns they hit in the last season.

Bullpen

The letter next to each pitcher indicates how that pitcher throws (and bats): left-handed (L) or right-handed (R). This is followed by their Earned Run Average (ERA) and their speed rating (SP). Speed ratings vary from about 40 to 60. Players with higher numbers tend to throw faster pitches.

Order

The starting lineup is listed in batting order, from top to bottom. The number

in front of each player's name indicates that player's position:

1	Pitcher
2	Catcher
3	First Base
4	Second Base
5	Third Base
6	Shortstop
7	Left Field
8	Center Field
9	Right Field

If you are using a Designated Hitter, the letters DH will appear in front of this player's name. (You may turn this option OFF on the OPTIONS screen.) The pitcher is normally listed at the bottom of the batting order, in parentheses. The letter next to each player indicates how they bat (or pitch). To view the batting or pitching statistics for the players in the starting lineup, press Up or Down on the Control Pad. The selection arrow will move up and down the list of players. The statistics for the selected player appear in the lower left corner of the screen.

Changing Your Lineup

Before a game, you can swap any of the players in your starting lineup with one of the players on the bench or in the bullpen. You also may change the batting order of the players in the starting lineup. During a game, you may only substitute a new pitcher or pinch hitter.

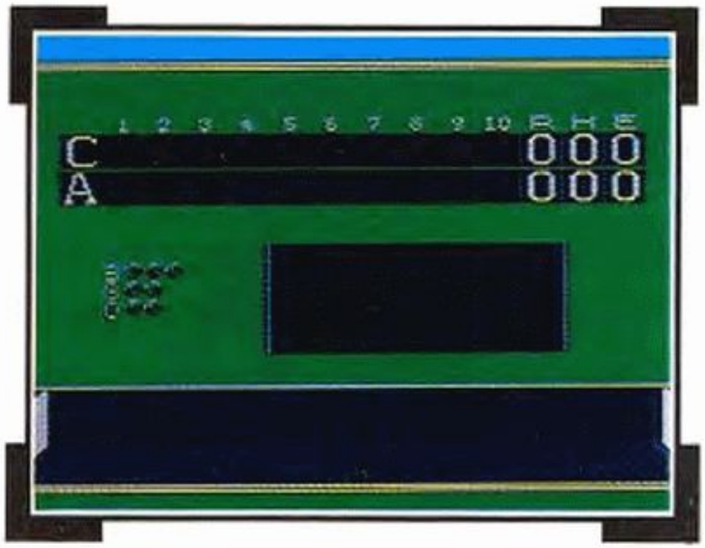
Press Up or Down on the Control Pad to move the selection arrow next to the player you wish to swap and press the A Button. A second arrow now appears. Press Up or Down on the Control Pad to move this arrow next to the replacement player and press the A Button to swap the two players. Naturally, only position players may replace position players, and only pitchers may replace pitchers. Press the B Button to remove the second arrow without making a swap.

When you have finished making all your changes, position the selection arrow next to the word READY and press the A Button. The BATTING ORDER screen for the opposing team now appears. In a One-Player game (exhibition or regular season), Player 1 may view, but not change, the opposing team's lineup. In a WATCH game, Player 1 may change the lineup for both teams. In a Two-Player game, each player makes their own changes (Player 2 uses Controller 2).

The Scoreboard

As you might expect, the scoreboard shows each team's score by inning, along with the total number of runs (R), hits (H), and errors (E) for each team. The positioning of the teams on the scoreboard indicates who bats first. The visiting team appears first on the scoreboard, since they always bat at

the top of the inning. The home team appears second, and will bat in the bottom of the inning. Ten innings are displayed on the scoreboard at one time. If the game goes into extra innings, the scoreboard will scroll left. After 18 innings, a tie game is called.



Your current standing is displayed at the end of each regular season game. In addition to giving you the password for the next game, the score screen shows your total number of wins (W), losses (L), and ties (T).

Slaughter Rule

Bases Loaded® 4™ includes a "slaughter" rule. That is, when either team is ahead by nine or more runs in the bottom of any inning, the game is called and the team that is ahead gets the win. Hey, if things are going that bad, you'll probably want out anyway!

Super Series

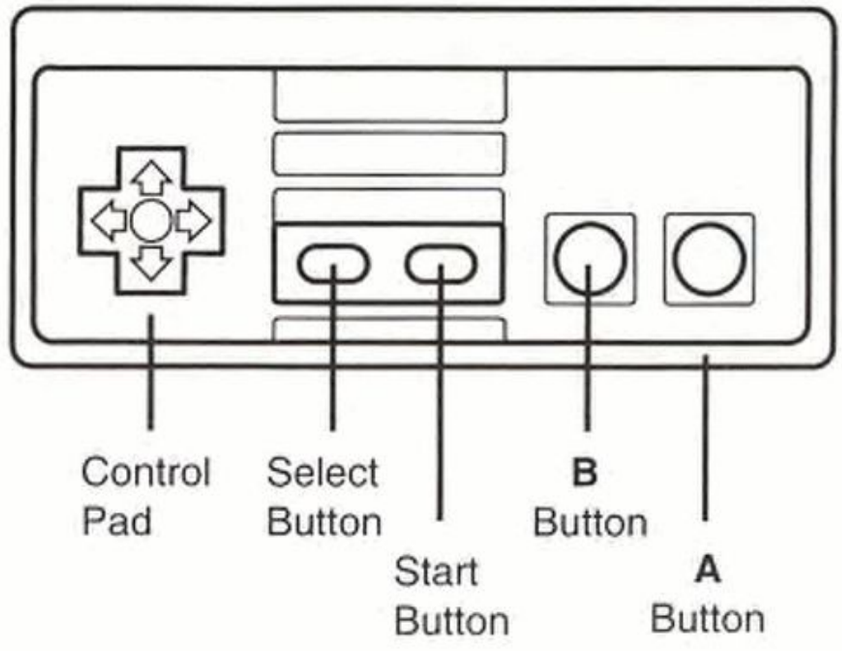
A regular season consists of130

games (maximum). Once you win 70 games, the season ends and you enter the Super Series. In the Super Series, your team competes against the pennant winner from the other division. The first team to win four games is the world champion.

CONTROLLER FUNCTIONS DURING A GAME

BATTING

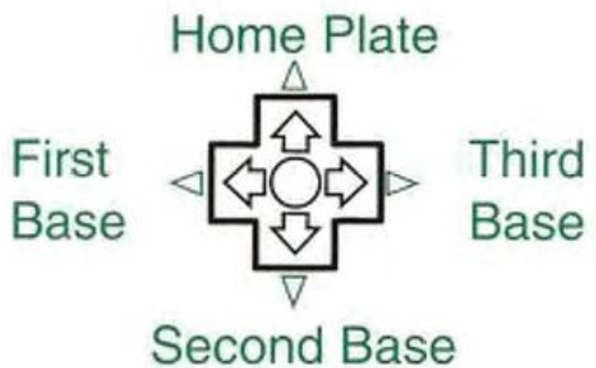
Swing Bat Level	**A Button**
Swing Bat High	**Up + A Button**
Swing Bat Low	**Down + A Button**
Bunt	**B Button**
Cancel a Bunt	**A Button**
Move Batter in Batter's Box	**Left**, **Right**, **Up**, or **Down** on Control Pad



BASERUNNING

To select a base using the Control Pad:

Home Plate	**Up**
First Base	**Left**
Second Base	**Down**
Third Base	**Right**



Advance Baserunner or Steal a Base	Control Pad (to choose base) + **B Button**
Return to Base	Control Pad (to choose base) + **A Button**
Stop Baserunners	**A Button** + **B Button** (press and hold both buttons at the same time)

PITCHING

Use the Control Pad to select one of eight pitch locations:

You may also increase the direction of a pitch during the windup, or make a breaking pitch.

These controls are explained below.

Pitch — Control Pad (choose direction) + **A Button**

Increase Pitch Direction — Tap the **A Button** one or more times during the windup (the more taps, the greater the increase in direction)

Breaking Pitch

Press the Control Pad in one of eight directions during the windup:

SLIDER	**FAST BALL**	**SFF***
CURVE	**NO BREAK**	**CHANGE UP**
SLOW CURVE	**OFF SPEED**	**SINKER**

*SPLIT-FINGERED FAST BALL

NOTE: This diagram is for right-handed batters. Reverse the directions when you are pitching to left-handed batters.

Attempt a Pickoff — **B Button** (change to Fielding screen) followed by throw to base — see below

FIELDING AND THROWING

Catch Ball	Use the Control Pad to move your fielders toward the ball — the first player to reach the ball picks it up automatically
Jump to Catch Ball	**B Button**
Dive to Catch Ball	**Left** or **Right** + **B Button**
Throw Ball	Control Pad (to choose base) + **A Button**
Run to Base	Control Pad (to choose base) + **B Button**

MAKING SUBSTITUTIONS

Call Time	**START**
Display Roster	**A Button** when time is called

ON-SCREEN DISPLAYS

Game stats are displayed on the screen at all times, as well as information about the current batter and pitcher. When a ball is hit, a "radar" indicator shows you the location of the ball and your fielders.

Batter Stats

Batter statistics are shown on the left side of the screen. These include the batter's position in the batting order,

his name, batting average, and number of homeruns in the last season.

Pitcher Stats

Pitcher statistics are shown on the right side of the screen. These include the pitcher's name and Earned Run Average (ERA). If the batter does not hit a pitch, BALL or STRIKE and the speed of the throw appear in the center of the screen. If a pitch hits the batter, the word BEANBALL appears and the batter advances to first base. The batter also advances to first in a BASE ON BALLS situation (the pitcher throws 4 BALLS).

Stars

Black or white stars appear above the batter and pitcher's name to indicate how that player is performing. Each time a player makes a fine play he is awarded a white star. If a player has one or more white stars and makes a bad play, he will lose one of those stars. If he makes a bad play and does not have any white stars, he gets a black star. A player may collect up to eight stars of one color. These stars affect a batter's hitting ability, or a pitcher's speed and effectiveness. Stars only affect performance in the

current game and do not carry over to the next game.

Pitchers:

Pitchers tire quickly, and will lose one white star after each inning due to fatigue. After a pitcher has played five consecutive innings, he will begin to lose two white stars after each inning. Take the hint and send in a replacement! A pitcher may lose all of his white stars in this manner, but he will not be given any black stars because of fatigue.

Batters

White star	Making a spectacular play (like a homerun)
Black star	Striking out

Pitchers

White star	Striking out a batter
Black star	Allowing a run

Fielders

White star	Making a good catch or throw
Black star	Missing a catch or making a bad throw

Catchers

White star	Preventing a stolen base
Black star	Making an error (like missing a catch)

Game Stats

Game stats are displayed on either the left or the right side of the screen, depending on whether the current pitcher is left-handed or right-handed.

Diamond

The diamond shows the position of the baserunners. Home plate is at the top, first base on the left, second base at the bottom, and third base on the right.

Inning

The number of the current inning (as well as TOP or BOTTOM) appears below the diamond.

Score

The current score is displayed directly below the inning number. Each team's score appears next to the first letter of the team name. The underlined letter indicates which team is at bat.

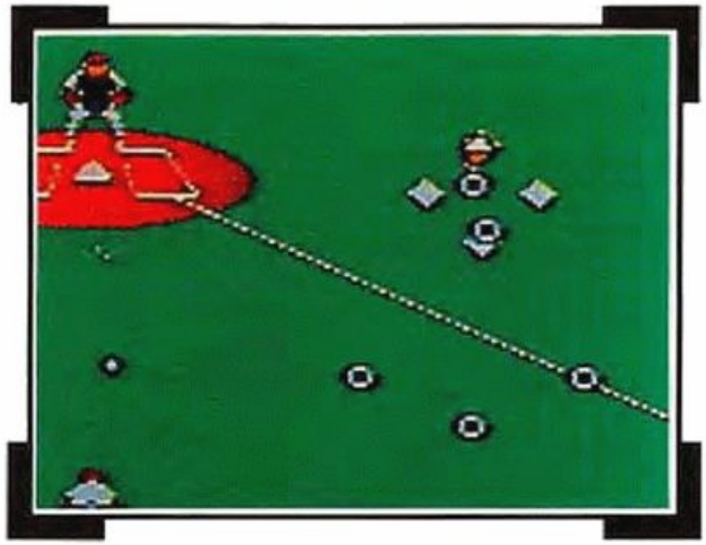
Stats

The number of BALLS and STRIKES for the current batter, as well as the number of OUTS for his team in this inning appear below the score. The number of baseballs next to each letter (B for BALLS, S for STRIKES, and O for OUTS) indicates the current count.

Radar

When a ball is hit, the screen switches automatically to the Fielding screen. A radar indicator appears in the upper right corner of this screen. A diamond shows the position and movement of the baserunners. Again, home plate is at the top of the

diamond. The ball appears as a flashing white dot. Your players appear as white "O's."



The radar will show the position of the three outfielders, as well as the two infield players who are closest to the action. Use this radar indicator to quickly move your players toward the ball. When a player touches the ball, he will pick it up automatically.

MORE ABOUT PLAYER CONTROLS ■

Complete player controls are provided in the section of this manual entitled Controller Functions. The following information provides more insight on the finer points of playing the game.

Batting

Batting is pretty simple…just press the **A Button** as the pitch nears the plate. You can move your player in the batter's box using the Control Pad, and adjust your bat either high or low by pressing **Up** or **Down** on the Control Pad as you swing. It may take a little practice before you're batting like a pro, but don't get discouraged…we all went through it! Timing is everything, so be sure to allow enough time for the

bat to come around after the swing. To try a different tactic, press the **B Button** to perform a bunt. Press the **A Button** to return to a normal stance.

NOTE: If your batter is a switch hitter, he automatically will bat left to a right-handed pitcher and bat right to a left-handed pitcher — this gives him the advantage over the pitcher every time.

Baserunning

When a ball is hit, the batter automatically runs to first base. However, once he reaches first, he'll stay put unless you direct him to continue. To advance a runner to the next base, press and hold the direction on the Control Pad that indicates which base you want him to run to, then press the B Button. If you have more than one baserunner, you'll need to advance each one separately. Start the lead runner, then start any trailing runners. The same controls apply to stealing bases.

Like the batter, baserunners also advance to the next base automatically when the ball is hit. This is good in some circumstances (like a long drive down the left field line), but bad in others. If the batter hits a routine fly ball which gets caught, you'll have to get your baserunners back to their original bases pretty quickly to avoid getting picked off. This is especially true when the ball is caught in the

infield (sorry...no infield fly rule!). You also can tag up on a fly ball by getting your runner back to the base, then advancing him after the ball is caught — if you think he can make it!

To send a runner back to a base, press and hold the direction on the Control Pad that indicates which base you want to send him to (remember, Up is home plate, Left is first base, etc.), then press the A Button.

Pitching

To pitch, all you need to do is press the A Button. Of course, if you do that you'll be the batter's best friend! To make things a little harder, you'll have to throw a few curve balls and sliders. Complete instructions for these manuevers are provided in the Controller Functions section of this manual. Basically, you just press the Control Pad along with the A Button to indicate where you'd like the ball to go, then press the Control Pad again during the windup to select a breaking ball.

For instance, to throw a high fast ball, press Up and the A Button, then press Up again during the windup to select a Fast Ball. To throw a really high fast ball, press the A Button more than once during the windup. The computer always determines the speed of the throw, which will be displayed on the screen if the batter misses the pitch.

Oh, yeah, and be sure to pay attention to whether the batter is right-handed or left-handed...you'll need to adjust your pitching controls accordingly.

If you see that one of the baserunners is trying to steal a base, you can attempt a pickoff. First, press the B Button to switch to the Fielding screen. Next, use the Control Pad to select the base to throw to, then press the A Button to throw the ball. You'll have to do all of this pretty quickly if you want to pick off the runner!

Fielding

This may be the easiest move yet...just get one of your players next to the ball and he'll pick it up automatically. Once the ball is hit, a radar indicator appears in the upper right corner of the screen. Watch the radar indicator to see where the ball is going, then use the Control Pad to move your players into position. To catch a fly ball, press the B Button to jump up in the air. Press Left or Right and the B Button to dive left or right.

Once you've got the ball, get rid of it fast. We can't emphasize this strongly enough, O.K.? The longer it takes your player to throw, the worse the throw will be. Trust us on this one...when you've got the momentum, you've gotta keep it going. To throw the ball, press the direction on the Control Pad that corresponds to the base you want to throw to, then press the A Button. If you need to you can look at the radar indicator in the upper right corner of the screen to see where the baserunners are located.

You may occasionally need to send one of your infielders to a particular base — for instance, during a rundown. To do this, first press the direction on the Control Pad that indicates which base you want your player to run to (Up for home plate, etc.), then press the B Button.

Making Substitutions

After calling time (by pressing START on Controller 1), you can bring up the team rosters and select a relief pitcher (if your team is pitching) or a pinch hitter (if your team is batting). Note that in a Two-Player game, Player 2 has to ask Player 1 to call time for him — so Player 1, be a sport! Changes are made just as they are before a game — see the section of this manual entitled Changing Your Lineup for detailed instructions. After selecting a new player, press the A Button to return to the game.

One important fact to remember about replacing your pitcher: Once you pull a pitcher out, he's gone for the duration of the game. In fact, his name even disappears (temporarily) from the roster. Don't worry, though...he'll be well-rested and ready to play in the next game!

TEAM ROSTERS

Bases Loaded® 4™ includes 12 teams — six Eastern Division teams and six Western Division teams. Each team's roster is shown below. These same rosters are displayed on the screen before each game, and also can be displayed during a game if time is called. The statistics given for each player should be used only as a general guide — much of a team's performance will depend on your skill as a player. Note that the player stats shown on the screen will not change during a season, as Bases Loaded® 4™ does not keep track of statistics generated during game play.

Eastern Division Teams

New York

Starting Lineup		AVG.	HR
Henrie	S	.259	3
Favell	R	.288	9
Gage	L	.287	22
Kilbor	R	.303	25
Tambur	L	.327	14
Beck	R	.300	25
Glazer	L	.289	6
Payne	R	.273	13
Theoly	R	.300	20
Bonds (P)	R	2.50 (ERA)	40 (SP)
Bench		**AVG.**	**HR**
Tosca	R	.254	7
Wooley	R	.250	1
Russ	L	.284	9
Dias	R	.209	2
Smerko	R	.290	10
Janson	L	.200	1
O'Hara	R	.249	4
Burns	R	.271	3
Bullpen		**ERA**	**SP**
Lewis	R	3.96	50
Perry	R	2.16	48
West	L	3.68	46
Shard	L	3.68	44
Henter	R	1.96	45
Joel	R	2.70	55
Jarvis	R	2.90	40

Atlanta

Starting Lineup		AVG.	HR
Alfons	S	.301	3
Cunnif	L	.259	1
Ireton	S	.287	16
Pivnic	L	.310	13
Fried	R	.239	15
Buchan	L	.283	17
Nye	L	.300	20
Kaufma	R	.265	3
Caputo	S	.294	7
Fine (P)	R	3.52 (ERA)	49 (SP)
Bench		**AVG.**	**HR**
Utter	R	.200	5
Tobino	R	.286	1
York	L	.284	0
Sachs	L	.273	0
Roscoe	R	.300	2
Flynn	R	.313	25
Cortez	L	.268	11
Umars	L	.250	0
Bullpen		**ERA**	**SP**
Gross	R	3.14	48
Bird	L	3.96	47
Guido	R	4.38	40
Pacos	R	2.58	43
Page	R	2.70	48
Greene	L	3.16	46
Rosa	R	4.92	43

Boston

Starting Lineup		AVG.	HR
Rutkos	L	.303	11
Murphy	R	.280	4
Newkir	L	.300	25
Striet	R	.290	34
Carson	L	.274	22
Juby	R	.280	2
Vogler	R	.289	27
Gregor	R	.299	0
Price	L	.246	2
Greco	L	3.86 (ERA)	48 (SP)
Bench		**AVG.**	**HR**
Damrow	R	.279	13
Mathew	L	.271	2
Gillis	R	.298	4
Cooper	R	.200	0
Groppo	R	.200	0
White	L	.277	7
Lowrey	R	.286	6
Slater	R	.249	12
Bullpen		**ERA**	**SP**
Westin	L	3.50	50
Vinson	R	3.00	50
Scott	R	3.30	45
Bondi	R	3.26	56
Acker	R	3.00	46
Bailey	R	2.24	48
Kozar	R	4.10	45

Philadelphia

Starting Lineup		AVG.	HR
Sulvan	L	.323	10
Gelman	R	.250	0
Vasta	S	.310	25
Donahu	R	.326	17
Becker	R	.309	1
Kitzie	R	.264	4
Wasser	S	.310	0
Muller	R	.283	2
Abner	R	.310	5
Hodges (P)	L	3.50 (ERA)	48 (SP)
Bench		**AVG.**	**HR**
Vinson	R	.250	3
Walker	R	.200	3
Tucker	S	.226	2
Fink	R	.279	0
Elias	R	.200	2
Flood	L	.259	4
Panka	L	.276	1
Mussio	L	.286	1
Bullpen		**ERA**	**SP**
Shyder	R	3.92	50
Carter	R	4.06	40
Philip	R	2.66	45
King	R	5.60	46
Darcy	R	2.16	48
Shotz	L	3.78	40
Cory	L	3.70	45

Chicago

Starting Lineup		AVG.	HR
Novits	R	.279	6
Rothma	S	.250	6
Able	L	.282	8
Philip	R	.317	25
O'Riley	R	.303	31
Erving	L	.292	11
Mulvey	R	.250	3
Morrow	R	.300	5
Adair	S	.310	20
Fox (P)	R	4.04 (ERA)	50 (SP)
Bench		**AVG.**	**HR**
Sykes	L	.250	1
Verona	R	.200	0
Singer	R	.301	6
Nyer	L	.244	8
Filson	S	.237	4
Manter	R	.227	0
Reaves	R	.200	7
Easton	L	.200	5
Bullpen		**ERA**	**SP**
Lawson	R	4.06	45
Gantos	R	3.16	42
Morris	R	2.08	45
Car	L	4.04	44
Marx	R	3.00	48
Stone	R	4.08	50
Rush	R	4.98	45

Washington D.C.

Starting Lineup		AVG.	HR
Niler	R	.304	17
Amadio	R	.304	8
Hart	R	.265	20
Silbur	L	.300	25
Foster	L	.300	20
Steven	R	.250	28
Shea	L	.280	11
Anders	R	.235	5
Leff	L	.261	3
David (P)	R	4.90 (ERA)	46 (SP)
Bench		**AVG.**	**HR**
Sanner	R	.206	1
Woods	R	.200	1
Sherm	R	.282	1
Hesher	R	.221	4
Draber	R	.300	0
Glass	R	.207	9
Ennis	L	.263	0
Radson	R	.270	2
Bullpen		**ERA**	**SP**
Allan	L	3.26	47
Knapp	L	3.00	44
Sether	R	4.00	45
Knight	R	4.60	46
Morgan	L	4.06	48
Fenner	R	4.06	43
Finn	R	4.68	46

Western Division Teams

Hawaii

Starting Lineup		AVG.	HR
Fenz	R	.266	3
Pardi	S	.267	2
Wolfor	R	.256	35
Woods	R	.307	37
Mogica	S	.263	42
Miller	R	.298	8
Bahr	L	.260	1
Topjia	R	.281	11
Pokors	R	.239	6
Cook (P)	R	2.96 (ERA)	50 (SP)
Bench		**AVG.**	**HR**
Kelly	R	.200	0
Farber	R	.200	2
Fletch	R	.271	0
Carol	L	.259	10
Moller	R	.250	0
Yury	S	.239	0
Wells	L	.282	2
Grant	R	.250	15
Bullpen		**ERA**	**SP**
Bettis	R	3.54	48
Hinner	L	3.36	47
Craine	R	3.38	52
Vick	R	3.38	47
Malton	R	1.84	44
Waxman	R	3.00	42
Tamino	R	2.82	46

Los Angeles

Starting Lineup		AVG.	HR
Lynn	R	.211	1
Leigh	R	.260	5
Patton	S	.284	21
Baker	R	.273	37
Simon	R	.307	20
Quorb	L	.285	37
Bonner	R	.250	20
Elkin	R	.283	12
Schick	R	.289	3
Ryan (P)	L	4.02 (ERA)	40 (SP)
Bench		**AVG.**	**HR**
Ramis	R	.248	6
Conway	R	.200	0
Dagget	R	.231	3
Harrek	R	.238	1
Baum	L	.302	0
Felder	L	.246	6
Haber	R	.326	3
Donnis	L	.331	2
Bullpen		**ERA**	**SP**
Mills	R	3.74	45
Black	R	4.10	46
Sako	R	4.00	45
Willis	R	4.70	45
Patson	L	2.94	48
Carter	R	4.80	45
Baer	L	4.12	46

Seattle

Starting Lineup		AVG.	HR
Berman	S	.283	0
Jones	L	.281	0
Gentz	R	.267	11
Baca	L	.278	35
Shab	R	.300	20
Davids	L	.290	4
Sanzo	L	.244	2
Strick	R	.244	4
Wright	R	.287	18
Hunt (P)	**R**	**3.88 (ERA)**	**50 (SP)**
Bench		**AVG.**	**HR**
Newton	R	.200	0
Small	R	.239	1
Dunn	R	.236	1
Justin	R	.235	1
Brent	R	.250	0
Gilson	R	.253	11
Eckers	S	.250	0
Halper	R	.262	6
Bullpen		**ERA**	**SP**
Bardo	R	3.46	46
Myers	L	3.46	46
Jenson	R	3.10	43
Rosen	R	2.98	45
Manley	L	3.26	46
Tucker	L	3.62	40
Walsh	R	4.70	48

Kansas City

Starting Lineup		AVG.	HR
Winton	R	.314	20
Camber	L	.292	6
Young	L	.300	20
Lyons	L	.303	24
Beale	R	.300	22
Ott	R	.274	17
Carlin	R	.270	22
Harms	R	.301	12
Dulsey	R	.217	8
Anders (P)	R	2.90 (ERA)	52 (SP)
Bench		**AVG.**	**HR**
Kraft	R	.250	4
Gerard	R	.250	2
Spears	R	.231	0
Ephrom	L	.243	2
Reiner	R	.250	1
Vandor	R	.327	10
Brady	L	.285	3
Cribbs	L	.304	3
Bullpen		**ERA**	**SP**
Tate	L	4.62	50
Hunt	L	.410	46
Watts	R	4.00	44
Gibbs	R	3.38	48
Miles	R	3.94	45
Maters	R	4.36	46
Rennor	R	4.06	45

Utah

Starting Lineup		AVG.	HR
Malvoe	S	.338	3
Laino	L	.240	3
McFee	L	.243	21
Marcus	R	.311	33
Fallon	R	.270	6
Grogan	R	.254	0
Forge	R	.265	18
Munoz	R	.250	2
Potter	R	.271	9
Kramar (P)	R	3.26 (ERA)	46 (SP)
Bench		**AVG.**	**HR**
Balzak	R	.250	6
Banks	L	.292	6
Emilio	L	.250	3
Carlos	R	.270	2
Webb	R	.221	2
Oliver	L	.200	3
Madden	R	.326	0
Baron	L	.320	1
Bullpen		**ERA**	**SP**
Perez	R	4.22	45
Unsel	L	3.98	44
Walls	R	3.78	56
Major	L	4.44	45
Tunney	R	4.82	48
Robert	R	3.32	45
Newton	L	4.62	43

Texas

Starting Lineup		AVG.	HR
Croix	L	.274	14
Zwick	S	.247	4
Moran	R	.258	20
Anson	L	.280	31
Mertz	L	.300	30
Callif	R	.221	12
Lemon	L	.317	7
Shakly	R	.265	5
Belamy	R	.251	3
Larker (P)	R	4.92 (ERA)	46 (SP)
Bench		**AVG.**	**HR**
Strick	R	.250	2
Faust	L	.200	1
Payton	L	.250	3
Samson	R	.222	1
Harlan	R	.244	5
Plumb	R	.200	2
Marsh	L	.304	6
Garret	L	.313	8
Bullpen		**ERA**	**SP**
Staver	R	3.94	43
Tillis	L	4.98	42
Belton	R	3.30	46
Kling	R	4.00	44
Corbin	R	4.56	45
Murray	R	4.70	47
Lundt	R	4.48	40

GAME TIPS —
THE JALECO MAJOR PLAYER'S HOTLINE

If there's something you don't understand about your new Jaleco game, or if you're having problems with your Game Pak, or if you're just plain stuck, you're welcome to call the Jaleco Major Player's Hotline between the hours of 8:30AM and 5:00PM Central time Monday through Friday (except holidays). One of our friendly game counselors will be happy to give you tips or help you out with any problems you're having.

Here's the number to call:

708-215-2359

- ***Note:*** *Normal telephone charges apply when you call the hotline number. It is not a toll-free call.*

- ***Kids:*** *get your parent's or guardian's permission to call before dialing the Jaleco Major Player's Hotline!*

TAKING CARE OF YOUR JALECO GAME

- This Jaleco Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.
- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.
- Always make sure your NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the NES Control Deck.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

— Reorient the receiving antenna
— Relocate the NES with respect to the receiver
— Move the NES away from the receiver
— Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: *How to Identify and Resolve Radio/TV Interference Problems.* This booklet is available from the U. S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

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If you can't find that, drop it.

Bases Loaded 4

Watch for new Jaleco video games for the Nintendo Entertainment System® in coming months. And remember, Jaleco makes great video games for the Super Nintendo Entertainment System® and the Nintendo Game Boy® as well!

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